

L Number	Hits	Search Text	DB	Time stamp
1	9664	slot and high adj1 speed and low adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:09
2	5	(slot and high adj1 speed and low adj1 speed) and rate near2 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:17
3	272	(slot and high adj1 speed and low adj1 speed) and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:17
4	5	((slot and high adj1 speed and low adj1 speed) and rate near2 play) and rate near3 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:21
5	28621	sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:21
6	64	(sampling adj1 rate) and rate near2 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:22
7	44	((sampling adj1 rate) and rate near2 play) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:34
8	44	((sampling adj1 rate) and rate near2 play) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:22
9	3	plurality with gaming with devices and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:35
10	41	gaming with devices and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:37
11	26	(gaming with devices and sampling adj1 rate) not noise	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:37
12	6	((gaming with devices and sampling adj1 rate) not noise) not (audio or speech)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:45
13	9679	(sampling adj1 rate) not (speech or audio or noise)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:39
14	4059	((sampling adj1 rate) not (speech or audio or noise)) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:41
15	3	((((sampling adj1 rate) not (speech or audio or noise)) and speed) and gaming adj1 device	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:40
16	2	((((sampling adj1 rate) not (speech or audio or noise)) and speed) and (slot or fruit) adj1 machine	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:40
17	1830	((sampling adj1 rate) not (speech or audio or noise)) and (high or low) adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:41

18	3	((sampling adj1 rate) not (speech or audio or noise)) and (high or low) adj1 speed) and rate with play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:44
19	79	sampl\$ with rate and rate near play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:45
20	21	(sampl\$ with rate and rate near play) not (audio or speech)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:48
21	341	speed with play with adjust\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:48
22	5	(sampling adj1 rate) and (speed with play with adjust\$)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 11:49
79	2	("20020039923").pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 11:49
80	1	((("20020039923").pn.) and number near2 plays	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 11:50
81	2	((("20020039923").pn.) and initiat\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 12:01
82	2	((("20020039923").pn.) and automated adj1 minimum	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 12:37
83	1	("5758875").pn. and minimum	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 12:11
84	18	tournament and eligible near2 machine	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 12:54
85	138	hold adj1 percentage	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:10
86	1	((("20020039923").pn.) and outcome	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:13
87	1	((("20020039923").pn.) and percentage with standard	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:13
88	7219	percentage with standard	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:17
89	7	(percentage with standard) and play near2 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:17
90	19511	percentage with (standard or average)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 13:17

91	39	(percentage with (standard or average)) and play near2 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:25
92	2	game adj1 speed and sampl\$ with rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:27
93	115305	sampl\$ with rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:27
94	103	(sampl\$ with rate) and game with speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:27
95	49	((sampl\$ with rate) and game with speed) and slot	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:38
97	119082	rate with (sampling or test or testing) game adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:39
98	3	rate with (sampling or test or testing) and game adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:40
99	90	rate with (sampling or test or testing) and game with speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:54
100	30370	(plurality of network) and sampling with rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:54
101	29360	(plurality or network) and sampling with rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:54
102	45	(plurality or network) and gaming with (devices or machines) and sampling with rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:56
103	29	((plurality or network) and gaming with (devices or machines) and sampling with rate) not noise	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:56
104	1		USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 14:56

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1	9664	slot and high adj1 speed and low adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:07
-	76	tournament with (bonus or secondary)	USPAT; US-PGPUB	2004/09/24 20:58
-	1	(tournament with (bonus or secondary)).ti.	USPAT; US-PGPUB	2004/09/24 18:56
-	6	(tournament with (bonus or secondary)).ab.	USPAT; US-PGPUB	2004/09/24 19:01
-	1	("20020039923").pn.	USPAT; US-PGPUB	2004/09/24 19:00
-	8	(tournament with (bonus or additional or extra or secondary)).ab.	USPAT; US-PGPUB	2004/09/24 19:06
-	163	tournament with (bonus or additional or extra or secondary)	USPAT; US-PGPUB	2004/09/24 19:06
-	4776	rate with play	USPAT; US-PGPUB	2004/09/24 19:07
-	955	rate near2 play	USPAT; US-PGPUB	2004/09/24 19:42
-	14	(tournament with (bonus or additional or extra or secondary)) and (rate near2 play)	USPAT; US-PGPUB	2004/09/24 19:20
-	1	("6652378").PN.	USPAT; US-PGPUB	2004/09/24 19:20
-	1	(tournament with (bonus or secondary)) and (rate near2 play with (variant or variable or different))	USPAT; US-PGPUB	2004/09/24 20:58
-	27	(rate near2 play with (variant or variable or different)) and (bonus or secondary)	USPAT; US-PGPUB	2004/09/24 20:58
-	76	rate near2 play with (variant or variable or different)	USPAT; US-PGPUB	2004/09/24 21:11
-	68	(rate near2 play with (variant or variable or different)) not blood	USPAT; US-PGPUB	2004/09/24 21:16
-	2	("6582310" or "6113495").pn.	USPAT; US-PGPUB	2004/09/24 21:16
-	0	((("6582310" or "6113495").pn.) and rate near2 play	USPAT; US-PGPUB	2004/09/24 21:17
-	0	((("6582310" or "6113495").pn.) and rate with play	USPAT; US-PGPUB	2004/09/24 21:17
-	2	((("6582310" or "6113495").pn.) and rate	USPAT; US-PGPUB	2004/09/24 22:08
-	5	("4299388" "4353554" "4373727" "4430903" "5472197").PN.	USPAT	2004/09/24 21:56
-	16	5758875.URPN.	USPAT	2004/09/24 21:58
-	52	rate near2 play and tournament	USPAT; US-PGPUB	2004/09/24 22:10
-	1	("4373727").pn.	USPAT; US-PGPUB	2004/09/26 15:28
-	2131	(silicon).as.	USPAT; US-PGPUB	2004/09/26 15:30
-	2	((silicon).as.) and rate near2 play	USPAT; US-PGPUB	2004/09/26 15:37
-	16	5758875.URPN.	USPAT	2004/09/26 15:33
-	5	("4299388" "4353554" "4373727" "4430903" "5472197").PN.	USPAT	2004/09/26 15:34
-	38	variable near2 speed and slot adj1 machine	USPAT; US-PGPUB	2004/09/26 17:13
-	1	("4373727").pn.	USPAT; US-PGPUB	2004/09/26 17:42
-	8	("9800210").pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:54
-	0	((("9800210").pn.) and initiat\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 17:42

-	1	((("9800210").pn.) and (initiat\$ or start\$)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 18:18
-	1214	game near2 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 18:19
-	144	game near2 speed and slot adj1 machine	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:28
-	30	4508345.URPN.	USPAT	2004/09/26 19:58
-	4	("4099722" "4200291" "4299388" "4440036").PN.	USPAT	2004/09/26 19:58
-	2	("20020039923").pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:29
-	0	((("20020039923").pn.) and no adj1 less adj1 than	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:30
-	2	((("20020039923").pn.) and minimum near2 automat\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:44
-	4	("4508345" or "5758875").pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:45
-	2	((("4508345" or "5758875").pn.) and automat\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:45
-	2	((("4508345" or "5758875").pn.) and automat\$) and time	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/26 21:45
-	0	((("9800210").pn.) and wager\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:06

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1	9664	slot and high adj1 speed and low adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:09
2	5	(slot and high adj1 speed and low adj1 speed) and rate near2 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:17
3	272	(slot and high adj1 speed and low adj1 speed) and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:17
4	5	((slot and high adj1 speed and low adj1 speed) and rate near2 play) and rate near3 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:21
5	28621	sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:21
6	64	(sampling adj1 rate) and rate near2 play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:22
7	44	((sampling adj1 rate) and rate near2 play) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:34
8	44	((sampling adj1 rate) and rate near2 play) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:22
9	3	plurality with gaming with devices and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:35
10	41	gaming with devices and sampling adj1 rate	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:37
11	26	(gaming with devices and sampling adj1 rate) not noise	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:37
12	6	((gaming with devices and sampling adj1 rate) not noise) not (audio or speech)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:45
13	9679	(sampling adj1 rate) not (speech or audio or noise)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:39
14	4059	((sampling adj1 rate) not (speech or audio or noise)) and speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:41
15	3	((sampling adj1 rate) not (speech or audio or noise)) and speed) and gaming adj1 device	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:40
16	2	((sampling adj1 rate) not (speech or audio or noise)) and speed) and (slot or fruit) adj1 machine	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:40
17	1830	((sampling adj1 rate) not (speech or audio or noise)) and (high or low) adj1 speed	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:41

18	3	((sampling adj1 rate) not (speech or audio or noise)) and (high or low) adj1 speed) and rate with play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:44
19	79	sampl\$ with rate and rate near play	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:45
20	21	(sampl\$ with rate and rate near play) not (audio or speech)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:48
21	341	speed with play with adjust\$	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:48
22	5	(sampling adj1 rate) and (speed with play with adjust\$)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/27 10:48